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2 Geometric modeling based on triangle meshes
Mario Botsch, Mark Pauly, Christian Rossl, Stephan Bischoff, Leif Kobbelt
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3 Data and memory optimization techniques for embedded systems
P. R. Panda, F. Catthoor, N. D. Dutt, K. Danckaert, E. Brockmeyer, C. Kulk Kjeldsberg
April 2001 Transactions on Design Automation of Electronic System
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We present a survey of the state-of-the-art techniques used in performi optimizations in embedded systems. The optimizations are targeted dire subsystem, and impact one or more out of three important ...

Keywords: DRAM, SRAM, address generation, allocation, architecture e data cache, data optimization, high-level synthesis, memory architectur dissipation, register file, size estimation, survey

4 Real-time shading
Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool,
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was offered four years ago, real-time shading was possible, but only wit combining the effects of tens to hundreds of rendering ...

5 GPGPU: general purpose computation on graphics hardware

David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ia Lefohn

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The graphics processor (GPU) on today's commodity video cards has ev and flexible processor. The latest graphics architectures provide tremen computational horsepower, with fully programmable vertex ...

6 Collision detection and proximity queries

Sunil Hadap, Dave Eberle, Pascal Volino, Ming C. Lin, Stephane Redon, Chr

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This course will primarily cover widely accepted and proved methodolog addition more advanced or recent topics such as continuous collision de graphics hardware will be introduced. When appropriate ...

7 Geometric modeling based on polygonal meshes

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Mario Botsch, Mark Pauly, Leif Kobbelt, Pierre Alliez, Bruno Lévy, Stephan

August 2007 SIGGRAPH '07: SIGGRAPH 2007 courses

Publisher: ACM

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In the last years triangle meshes have become increasingly popular and in many different areas of computer graphics and geometry processing. triangle meshes developed into a valuable alternative ...

8 Identifying and Exploiting Spatial Regularity in Data Memory Referer

Tushar Mohan, Bronis R. de Supinski, Sally A. McKee, Frank Mueller, Andy

November 2003 SC '03: Proceedings of the 2003 ACM/IEEE conference on S

Publisher: IEEE Computer Society

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The growing processor/memory performance gap causes the performan by memory accesses. If known to exist in an application, strided memor be targeted by optimizations such as prefetching, relocation, ...

9 Fluid simulation: SIGGRAPH 2006 course notes

Fedkiw and Muller-Fischer presenation videos are available fror
Robert Bridson, Ronald Fedkiw, Matthias Muller-Fischer
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These course notes are designed to give you a practical introduction to field of fluid dynamics, even just in animation, is vast and so not every of these notes is animating fully three-dimensional ...

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Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Die
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Andrej Varchola, Anton Vaško, Viliam Solčány, Leonid I. Dimitrov, Miloš Šr
October 2007 AFRIGRAPH '07: Proceedings of the 5th international confer virtual reality, visualisation and interaction in Africa
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Animating fluids like water, smoke, and fire by physics-based simulatior visual effects and is starting to make an impact in real-time games. This 3D fluid flow to the state of the art in graphics. ...

13 Beyond bloom filters: from approximate membership checks to appro

Flavio Bonomi, Michael Mitzenmacher, Rina Panigrah, Sushil Singh, George
August 2006 SIGCOMM '06: Proceedings of the 2006 conference on Applic architectures, and protocols for computer communications
Publisher: ACM
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Bibliometrics: Downloads (6 Weeks): 24, Downloads (12 Months): 188, Citatio

Many networking applications require fast state lookups in a concurrent state of a large number of flows simultaneously.We consider the questic such concurrent state machines. To achieve compactness,we ...

Keywords: bloom filters, network flows, state machines

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